



TOKYO GAME SHOW 2021 ONLINE Official Website Released Today!

339 Exhibitors Are Revealed Timetable for Official Programs Announced

**Amazon Special Site Pre-Opens/
TGS Free Online Trial Play Launched/
TOKYO GAME MUSIC FES Ticket Now On Sale**

Computer Entertainment Supplier's Association ("CESA", Chairman: Hideki Hayakawa) announced today the content of TOKYO GAME SHOW 2021 ONLINE ("TGS2021 ONLINE") which will be held from September 30 (Thursday) to October 3 (Sunday) and published it on the official website < <https://tgs.cesa.or.jp/> > .

TOKYO GAME SHOW delivers new titles for various platforms including game consoles, smartphones, and PCs as well as wide range of game-related information. This year again, it will distribute official programs (organizer programs / official exhibitor programs, etc.) and set up the Amazon Special Site to offer game products and goods.

In addition, TGS2021 ONLINE will conduct various new projects this year, such as Free Trial Play that game fans can enjoy trial version of new titles, etc. by free downloading, TGSVR2021 where TGS can be experienced in virtual space, and TOKYO GAME MUSIC FES which is an online concert of game music.

Targeting the press and influencers, the offline venue will be set up for them to be able to cover the event and try playing new games. There will be also an online tour (fee-paid) that game fans can enjoy simulated experience of being in the venue.

The number of exhibitors in TGS 2021 ONLINE is 339 as of September 1. It is recognized as a global event having many international exhibitors, with 157 exhibitors from Japan and 182 from overseas. There are 33 exhibitors participated in Official Exhibitor Program that will be distributed during four days of the event, of which eight are from overseas. Today, the timetable was released and further details of each exhibition and program will be updated toward the event.

A comedy duo, Magical Lovely has been selected as an official supporter who joins to liven up TGS2021 ONLINE. They will broadly communicate information on TGS by appearing on the official programs, trying new titles, and guiding experience tours.

TGS2021 ONLINE is organized with the theme "We'll always have games". Amid restricted everyday life and activities, TGS2021 ONLINE communicates charms of games and experiences realized only by games, via online and offline. Please enjoy TOKYO GAME SHOW in the new format that is only unique to this age.

Newest and Updated Information Are Posted on TGS Official Website!

<https://tgs.cesa.or.jp/>

■ Exhibitors and Exhibiting Titles and Products

of Exhibiting Companies and Organizations (As of September 1, 2021)

: 339 (Domestic: 157, Overseas: 182)

of Exhibiting Game Titles and Products: 623 (As of August 28, 2021)

■ Announced the Timetable of Official Programs!

There are 46 official programs to be streamed during four days of the event, of which 36 are Official Exhibitor Programs (participating exhibitors are 33). The (scheduled) timetable of official programs has been released as follows. The official programs will be streamed by various video platforms including YouTube, Twitter, Twitch, niconico, Facebook, and TikTok Live to generate lots of connections with game fans. For overseas, they will be streamed in cooperation with platformers and media including DouYu (China), bilibili (China), Douyin (China), HUYA (China), and IGN (US). These programs will be also available on the Amazon Special Site (Amazon.co.jp) and TGS Special Page of Steam.

For almost all the programs, English simultaneous translation version will be streamed in parallel, apart from original version in Japanese. Chinese simultaneous translation and multilingual subtitles are currently being prepared for some of programs, to enhance communication to overseas. The updated information including program content will be available on the official website as necessary.

Official Program Streaming Schedule (subject to change)

| TGS 2021 ONLINE | | | | Official Program Time Table | |
|-----------------|------------------------|---------------------------------------|-----------------------------|-----------------------------|---------|
| | | | | 2021.9.30 Thu ~ 10.3 Sun | |
| | 9.30 Thu | 10.1 Fri | 10.2 Sat | 10.3 Sun | |
| 09:00 ~ | | | Official Program | | 09:00 ~ |
| 10:00 ~ | TGS2021 ONLINE OPENING | Official Program | Happinet | Official Program | 10:00 ~ |
| 11:00 ~ | Keynote | SENSE OF WONDER NIGHT 2021 (SOWN2021) | Tencent Games | S-Game | 11:00 ~ |
| 12:00 ~ | Gamera Game | | Japan Game Awards: 2021 | Japan Electronics College | 12:00 ~ |
| 13:00 ~ | SNK | | Lilith Games | ARC SYSTEM WORKS | 13:00 ~ |
| 14:00 ~ | | | GungHo Online Entertainment | 110 Industries | 14:00 ~ |
| 15:00 ~ | | | Japan Game Awards: 2021 | NC | 15:00 ~ |
| 16:00 ~ | SK Telecom | NTT e-Sports | KOEI TECMO GAMES | GungHo Online Entertainment | 16:00 ~ |
| 17:00 ~ | Team Madness Game | Happinet | KONAMI | Ubisoft | 17:00 ~ |
| 18:00 ~ | Microsoft | 505 Games | DMM GAMES | AKRacing | 18:00 ~ |
| 19:00 ~ | KONAMI | SQUARE ENIX | | Wright Flyer Studios | 19:00 ~ |
| 20:00 ~ | Spike Chunsoft | BANDAI NAMCO Entertainment | | miHoYo | 20:00 ~ |
| 21:00 ~ | D3PUBLISHER | Level 5 | | fingger | 21:00 ~ |
| 22:00 ~ | CAPCOM | Sega / Atlas | | GRANSAGA | 22:00 ~ |
| 23:00 ~ | IzanagiGames | | | TGS2021 ONLINE ENDING | 23:00 ~ |
| 00:00 ~ | | | | | 00:00 ~ |

The outlines of programs are based on information available as of September 1, 2021. The latest news will be updated as needed on the official TGS2021 ONLINE website.

【Organizer's Programs】 ※Japan Standard Time /UTC+9

●September 30 (Thu.)

10:00-10:50 **TGS2021 ONLINE OPENING**

11:00-11:50 **Keynote : We'll always have games.**

2021. TOKYO GAME SHOW celebrates its 25th anniversaries. Where will the game go in the next 25 years? What will happen to the game? The game creators are talking about the Great Change that is happening in the Game World.

●October 1 (Fri.)

10:00-10:50 ***To Be Announced**

11:00-12:50 **SENSE OF WONDER NIGHT 2021 (SOWN2021)**

"SENSE OF WONDER NIGHT 2021 (SOWN2021)" is "Sense of Wonder" when everyone sees the concept of the world at the moments they see it or hear the concept. This year's event will be the 14th time as a project to discover game ideas that will cause game developers and provide game developers with opportunities for presentations and exhibitions at the TOKYO GAME SHOW venue.

●October 2 (Sat.)

9:00-9:50 ***To Be Announced**

12:30-14:00 **Japan Game Awards: 2021 Amateur Division**

18:00-19:50 **Japan Game Awards: 2021 Games of the Year Division**

The Japan Game Awards: 2021 Games of the Year Division Minister of Economy, Trade and Industry Award; Global Awards; Best Sales Award; Game Designers Award; and Special Award will be announced on Saturday, October 2 starting at 6:00 p.m. (Japan Standard Time /UTC+9). The Grand Award will be selected from among the Special Award.

●October 3 (Sun.)

10:00-10:50 ***To Be Announced**

13:00-15:00 **Japan Game Awards: 2021 U18 Division**

24:00-24:50 **TGS2021 ONLINE ENDING**

【Official Exhibitor Programs】 ※Japan Standard Time /UTC+9

●September 30 (Thu.)

12:00-12:50 GameraGame

“GameraGame Now Tokyo Game Show 2021 Special”

GameraGame, a Chinese indie game publisher, is here again at Tokyo Game Show! This time, we brought huge amounts of game information including "Dyson Sphere Program". More than 1.5 million copies sold, the popular sci-fi management game "Dyson Sphere Program" is starting to prepare the largest major update since its Early Access release. Tons of update plan and information will be unveiled at TGS. What's more, an Egyptian-style tactical strategy game series will announce its new work: "Warriors of the Nile 2". Plenty more new games and new information will be brought by GameraGame at Tokyo Game Show event. Stay tuned!

13:00-13:50 SNK

“[TGS2021 SNK]KOF XV SPECIAL PROGRAM” (English)

Here's the latest info on KOF XV, which releases Feb 17th, 2022!

16:00-16:50 SK Telecom

“SK Telecom Game Show!”

SK Telecom presents its lineup of action packed games for all ages!

17:00-17:50 Team Madness Games

“It's Mealtime! Presentation”

We will present Its Mealtime! and a whole overview of the gameplay, main features, game modes & competitive play! There will be also an in-depth look at the different maps and our plan for future updates (seasons and weekly events)

18:00-18:50 Microsoft

“Tokyo Game Show 2021 Xbox Live Stream”

JUMP IN and join Xbox as we bring the joy and community of our gaming ecosystem to the world.

19:00-19:50 KONAMI

“[KONAMI] New information to reveal for Yu-Gi-Oh! MASTER DUEL along with updates across key titles!”

“TOKYO GAME SHOW 2021 ONLINE” KONAMI Special Program! We will deliver the latest information on a variety of KONAMI games including Yu-Gi-Oh! MASTER DUEL and many others! Introductions for other games are also coming soon! Stay tuned!

20:00-20:50 Spike Chunsoft

“Spike Chunsoft TGS2021 SPECIAL”

We'll be bringing you a lot of game information of titles being released by Spike Chunsoft! Performers and titles will be announced later.

21:00-21:50 **D3PUBLISHER**

"D3PUBLISHER TGS2021 Live broadcast"

*To Be Announced

22:00-22:50 **CAPCOM**

"TGS2021 CAPCOM ONLINE PROGRAM"

We will deliver the latest game information of CAPCOM.

23:00-23:50 **IzanagiGames**

"Yurukill Special!"

IzanagiGames have something exciting in the works! We've got the latest Yurukill: the Calumniation Games info/ footage! + A brand new announcement!

●October 1 (Fri.)

16:00-16:50 **NTT e-Sports**

*To Be Announced

17:00-17:50 **Happinet**

"Happinet GAME SHOWCASE in TGS2021 1st STAGE"

18:00-18:50 **505 Games**

"Upcoming Titles Showcase"

Upcoming 505 Games titles showcase from 505 Games

19:00-19:50 **SQUARE ENIX**

"SQUARE ENIX PRESENTS TGS2021"

SQUARE ENIX PRESENTS TGS2021 will give you the latest news about our upcoming titles, along with the pre-announced information.

20:00-20:50 **BANDAI NAMCO Entertainment**

*To Be Announced

21:00-21:50 **Level-5**

*To Be Announced

22:00-23:50 **SEGA / ATLUS**

*To Be Announced

●October 2 (Sat.)

10:00-11:50 **Happinet**

"Happinet GAME SHOWCASE in TGS2021 2nd STAGE"

12:00-13:50 **Tencent Games**

*To Be Announced

14:00-15:50 **Lilith Games**

“Lilith Games Warpath-武装都市- & New Game Release Conference”

Introduce the charm of "Warpath-武装都市" that was newly launched this year.
Release the trial versions of two new games scheduled to be launched next year.

16:00-17:50 **GungHo Online Entertainment**

*To Be Announced

20:00-21:50 **KOEI TECMO GAMES**

“TGS2021 KOEI TECMO Special Program”

Enjoy upcoming key titles from KOEI TECMO in this approximately 2 hour program.
Featured titles: NOBUNAGA’S AMBITION: Shinsei, DYNASTY WARRIORS 9 Empires,
BLUE REFLECTION: Second Light and more.

22:00-22:50 **KONAMI**

“[KONAMI]Tokimeki Memorial Girl's Side 4th Heart Stage／First Gameplay Reveal!”

The gameplay of "Tokimeki Memorial Girl's Side 4th Heart" (launching 28th October on Nintendo Switch?) will be revealed to the public for the first time! A great cast will join the show to introduce the attractive features of the latest work of Tokimeki Memorial Girl's Side!

23:00-23:50 **DMM GAMES**

*To Be Announced

●October 3 (Sun.)

11:00-11:50 **S-Game**

“New ARPG arrives, new expedition starts.”

It is the live broadcast introducing the latest titles. Stay tuned with us for the newest information, don't miss out on it!

12:00-12:50 **Japan Electronics College**

“Japan Electronics College[TGS2021]”

Japan Electronics College will exhibit at TOKYO GAME SHOW for 26 consecutive years!
This year too, we will introduce student works from three departments in the game field. Please have a look!

13:00-13:50 **ARC SYSTEM WORKS**

“ARC SYSTEM WORKS”

*To Be Announced

15:00-15:50 **110 Industries**

“The presentation of new AAA products currently in development under the 110 Industries umbrella”

The show will open with a speech made by the veterans of the industry, highlighting

the innovation in game development. We will premiere a gameplay teaser for Wanted: Dead, a TPS/slasher game currently in development by the Ninja Gaiden and Dead or Alive team. It will focus on the making of the game hosted by the studio management and the lead actress. It will also feature an interview with Dasha Rush, a larger-than-life EDM artist from Germany that is composing some of the musical pieces for the game. The closing part of it is the in-game live-action cooking show episode from the game. The stream will continue with a short segment by Maserati, an Italian automotive brand, and a live-action teaser for Red Goes Faster, a racing game currently in development. The presentation will end with a CGI teaser of Vengeance is Mine, a new AAA action/RPG currently in development.

16:00-16:50 **NC**

"NCSOFT TGS2021 SPECIAL PROGRAM"

*To Be Announced

17:00-17:50 **GungHo Online Entertainment**

*To Be Announced

18:00-18:50 **Ubisoft**

"UBIDAY2021 Online × TGS Special Program"

Special program for UBIDAY2021

19:00-19:50 **AKRacing**

"AKRacing presents 「AKTalking」"

We will send you a fun talk live that will resonate with game fans.

20:00-20:50 **Wright Flyer Studios**

*To Be Announced

21:00-21:50 **miHoYo**

"Genshin Impact TGS2021 Program"

At TGS2021, an information program about the open-world RPG "Genshin Impact" will be broadcast!

22:00-22:50 **fingger**

*To Be Announced

23:00-23:50 **Gran Saga**

*To Be Announced

■ Delivery of Business Seminar TGS Forum!

TGS Forum, a BtoB seminar focusing on the latest trends and business development in the gaming industry will be delivered in the business matching system (including sponsorship seminars). They are available only by exhibitors and fee-paid business participants.

* All the seminar is available on demand basis.

* If you view sponsorship seminar, your personal information registered in the business matching system will be shared with the sponsor of such seminar as provision to a third party.

[Organizer's Programs]

"Methods for discovery, development and marketing to make indie games a success"

With indie games recently becoming a hit in the world and Japan, many publishers are interested in how to discover, develop and market these products. Inviting the person in charge of "Sakuna: Of Rice and Ruin" which achieved a total of one million shipping globally and the person from Kodansha Ltd. that focuses on development of indie game creators in future, methods to make indie games a success will be explored, based on their actual experiences.

※Japanese Only

"The potential of e-Sports of working adults to connect companies"

More and more companies are now involved in e-Sports in varied forms, such as establishing e-Sports team in a company and supporting professional players and play-by-play announcers. In this session, having panelists from the companies that actually work on e-Sports, discussions will be conducted on the effects of e-Sports on companies from the perspectives of interaction between employees, welfare programs, securing human resources, work-life balance, and so on. It will explore the potential of e-Sports of working adults that could be a unique movement only in Japanese e-Sports.

※Japanese Only

"Gaming business's future to be transformed by VR"

VR (virtual reality) technology has advanced both in hardware and software to spread as a new entertainment. What VR games will come into the spotlight in future? What drives the market to greatly flourish? There will be a heated discussion by Mr.Naoto Kato of Cluster, Inc. that expands "playing" VR space, Mr.Hironao Kunimitsu who is a founder of gumi Inc. and just appointed as CEO of Thirdverse Co., Ltd., a VR game developer, and Mr.Kento Kishigami, CEO of MyDearest Inc. that created VR hit products such as Tokyo Chronos.

※Japanese Only

[Sponsor's Programs]

"Intorduction of YMTC latest Gaming SSD (Tentative) "

(Sponsored by : YANGTZE MEMORY TECHONOLOGIES)

The session will introduce you about the details of Yangtze Memory Technologies' high-performance gaming SSD Technologies and about the company. Our 30-min presentation video is made up of some other videos of the product highlights and specs and the company video. Hope creators, e-sports gamers as well as the general users enjoy our movie session.

"How to Go Big & Go Local with Instagram" (Sponsored by : Facebook)

Topic1. How Facebook has contributed to gaming industry Topic2. Value of Instagram in Japanese market Topic3. The best practice of ad creatives for gaming

"Women@ Gaming" (Sponsored by : Facebook)

The "Women@ Gaming with Facebook" event will be a program that will include a keynote presentation and a panel discussion on how the gaming industry can integrate diversity and inclusion into all aspects of gaming, specifically on increasing women representation in the industry.

“Bringing JP Games to the World! FB Gaming strategies for business success.”

(Sponsored by : Facebook)

Recently, Japan gaming market has been increasing moderately but Japanese gaming companies are facing further competition in Japan market. On the otherhand, global gaming market grew faster with higher growth rate. In this session, we will talk about how to leverage Facebook platform to make your game successful, given the current global market.

“Pangle User Acquisition strategy and monetize index for game publisher.”

(Sponsored by : Pangle)

1,About Pangle 2,Game performance index 3,deep dive to Pangle puzzle game 4,Introduce Pangle monetize case study 5,Pangle user acquisition.

■ Online Free Trial Play 1st Shot Revealed

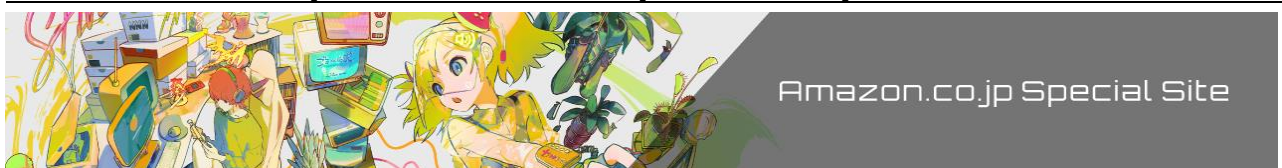
Free Trial Play offers game fans opportunities to play exhibit-related titles for free through online, regardless of whether before-announcement/unreleased titles or announced/released titles.

Exhibitors are preparing free trial versions to be delivered on console, PC, and smartphone online stores including “Microsoft Store”, “Nintendo eShop/My Nintendo Store”, “PlayStation Store”, “Steam, and “Google Play”. They can play with them through links from the summary page of TGS2021 ONLINE official website.

The first free trial versions are released today followed by the release of new trial versions on September 15 (Wednesday) and September 30 (Thursday). Finally, over 250* trial versions are planned to be available.

* If the same title is distributed on multiple stores, each store is counted.

■ The Amazon Special Site Pre-Opens Today



TGS Amazon’s special site will open this year, which was very popular last year as a special place to enjoy the TGS in live commerce formats. Just like last year, a special site page will be set up on Amazon.co.jp for four days from September 30 (Thu) to October 3 (Sun), to livestream official TGS programs, official exhibitor programs, announcements of Japan Game Awards winners and indies game developer projects. In addition, there will be a special exhibitors' page on Amazon, where users can purchase a variety of TGS-related merchandise, including products from the exhibitors. This year, there will be new initiatives such as official TGS goods and collaborated items between Puma, available exclusively on Amazon, the TOKYO GAME MUSIC FES and TGSVR2021.

This year, TGS Amazon’s special site (<https://www.amazon.co.jp/tgs>) will pre-open today on September 1 (Wed), prior to the opening of TGS. Starting today, TGS official goods will be available exclusively on Amazon. Information on collaborated items and the TOKYO GAME MUSIC FES will be published too. We will also offer TGS contents in Japan through Amazon Alexa for limited time only, starting today. Be sure to enjoy them prior to the opening of TGS.

Amazon Special Site Dates Pre-Opening: September 1 - 29 (Wed)
 Opening: September 30 (Thu) - October 3 (Sun)
Amazon Special Site URL <https://www.amazon.co.jp/tgs>

***For more information, please refer to our press release for the Amazon Special Site.**

■ The Launch of TGSVR2021!



TGS will deliver a new experience through its first VR space in the history of TGS, for four days starting September 30 (Thu). Users will be able to enjoy various contents, as if they are taking a stroll in the gaming world and possibly meet a famous character in the VR space and more. The appl will be available for download from September 30 (Thu). For more information, please visit the TGSVR2021 website below.

TGSVR2021 Dates September 30 (Thu) - October 3 (sun)
TGSVR2021 Website <https://tgsvr.com/>

■ The Launch of TOKYO GAME MUSIC FES!

The Special Site Opens Today!



The TOKYO GAME MUSIC FES (TGMF), a gaming music concert performed by a full orchestra, will be held as a new attempt to commemorate the 25th anniversary of the TGS. We will provide 3 stages to enable users to enjoy an omnibus of great songs from nostalgic games to the latest games, made possible only by the TOKYO GAME SHOW.

There will be two main stages featuring performances by the "TGS Special Orchestra", specially organized for this event at the prestigious Suntory Hall. In addition to the main stages, there will also be a big band, jazz quartet and other stages so users can enjoy gaming music through different kinds of performances as well as full orchestra. *All stages will be delivered through paid streaming to enable users around the world to enjoy all of the stages.

For information on the titles, tickets and benefits, please visit the TOKYO GAME MUSIC FES special site that opens today.

TOKYO GAME MUSIC FES special site <https://tgmf.ecchat.live/2021/lp>

***For more information, please refer to our press release for the Tokyo Game Music Fes.**

■ TGS Official Goods will be available for the first time in 2 years! Collaborated items with Puma, the popular sports brand, will also be available!

The official TGS2021 Online goods feature a total of 10 different color variations of T-shirts and hoodies bearing our main visual created by Kukka, our new TGS logo, and this year's theme. In addition, a total of six types of the newly established "TGSVR2021" original apparel products will be available. Collaborated goods with Puma, the popular sports brand, will also be available to celebrate the 25th anniversary of TOKYO GAME SHOW this year. All items will be sold on Amazon's special site from today. Be sure to check them out!



Amazon's Special Site for the TGS2021 ONLINE Official Goods <https://amazon.co.jp/tgs-fashion>

***For more information, please refer to our press release for the Official TGS Goods.**

■ Announce Exhibitors in Makuhari Messe (Trial Play and Exhibition Area for Press and Influencers)

In TGS2021 ONLINE that is organized online, Makuhari Messe is the physical venue where only the press and influencers can enter to actually play and experience new titles, products, and services by exhibitors. Names of 33 exhibitors are announced today.

【Makuhari Messe – List of exhibitors】 ※Alphabetical Order

Aichi Institute of Technology / Artec / ASUS JAPAN / BANDAI NAMCO Entertainment /
BenQ Japan / CAPCOM / D3PUBLISHER / FORUM8 / Happinet /
Hiroshima City University x Movere / HyperGryph / IKEA Japan / InfoLens /
IzanagiGames / Japan Electronics College / Japan esports Union / Koch Media /
KOEI TECMO GAMES / KONAMI / Level-5 / Lightning Games /
Malaysia External Trade Development Corporation (MATRADE) /
NIHON KOGAKUIN COLLEGE / NOK / Oizumi Amuzio / Phoenixx /
RPG Time: The Legend of Wright / SEGA/ATLUS /
Shanghai Hode Information Technology / SNK / Vantan Game Academy /
WhisperGames / Wright Flyer Studios

■ Official Supporter Appointed

A comedy duo, Magical Lovely (Noda Crystal and Murakami) has been decided to be an official supporter of TGS2021 ONLINE. They will broadly communicate information on TGS through their appearance on programs and trial play of exhibited titles.



Magical Lovely (Noda Crystal <left>, Murakami<right>)

Magical Lovely is a comedy duo who won “M-1 Grand Prix 2020”. Noda Crystal himself develops games and his produced games are called “Nodage”. “Super Nodage PARTY” was released in April 2021 and development of a new title “Super Nodage WORLD” has been decided.

■ TGS2021 ONLINE “Online Experience Tour” Tickets now on sale

At TGS2021 ONLINE, Online Experience Tour (fee-charged) will be held in collaboration with HIS at the "Trial / Exhibition Area" for press and influencers at Makuhari Messe.

In the Online Experience Tour, English-speaking tour guide will actually visit the exhibition booth and convey the heat of the venue to the general public who can not visit the venue by live online broadcasting. English tour will be held on Sunday, October 3rd.

At each booth, the tour guide will report on the contents of the exhibition and communicate with the booth exhibitor while actually playing. The details of the online experience tour are as follows.

To Apply TGS2021 Online Experience Tour, Click [HERE](#)

<https://www.his-j.com/corp/contents/cpn/tgs/>

Japanese-speaking tour



Okazu Club



Daian



JICHO KACHO

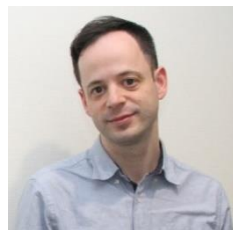


Magical Lovely

English-speaking tour



Directed by IGN Japan



Daniel Robson

Chief Editor, IGN Japan



Starbitzychan

Twitch Streamer

■ **TGS2021 ONLINE announces two special sponsorship partners**

MONSTER ENERGY (Drink Partner) and NTTe-Sports (official Network Support Partner) will support TGS2021 ONLINE as special sponsors.



MONSTER ENERGY is an energy drink sold all over the world since it was launched in the US in 2002. The brand has been an active supporter of the gaming world as well as motor sports, action sports, and music scenes. They have been continuously supporting TOKYO GAME SHOW as an official drink partner.



NTTe-Sports has been decided to be “official network support partner”. It provides various support in networks and facilities including distribution of official programs and venues for programs.

■「TOKYO GAME SHOW 2021 ONLINE」 Outline

Event Name: TOKYO GAME SHOW 2021 ONLINE

Web URL: <https://tgs.cesa.or.jp/>

Organizer: Computer Entertainment Supplier's Association (CESA)

Co-Organizer: Nikkei Business Publications, Inc. / DENTSU, INC.

Supporter: Ministry of Economy, Trade and Industry (Planned)

Period: September 30 (Thu.) – October 3 (Sun.), 2021

*September 29(Wed.) will be online business matching ONLY.